

Nintendo

ENTERTAINMENT SYSTEM



TITUS SOFTWARE CORP.

20432 CORISCO STREET, CHATSWORTH CA 91311 - (818) 709-3692

PRINTED IN JAPAN

Nintendo ENTERTAINMENT SYSTEM



Nintendo

ENTERTAINMENT SYSTEM

THIS GAME IS LICENSED BY NINTENDO®
FOR PLAY ON THE



Nintendo and Nintendo Entertainment System are registered trademarks of Nintendo of America Inc.



This official seal is your assurance that Nintendo® has approved the quality of this product. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System®. All Nintendo® products are licensed by sale for use only with other authorized products bearing the official Nintendo® seal of quality.

WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV.

Do not use a front or rear projection television with your Nintendo Entertainment System™(NES) and this video game. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with this video game, neither *Thurs' nor Nintendo® of America Inc.* will be liable for any damage. This situation is not caused by a defect in the NES or the game; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

THANK YOU

Thank you... for purchasing **The Blues Brothers by TITUS** for your
Nintendo Entertainment System®

For maximum enjoyment, and to ensure proper handling of your new game
please read this instruction booklet before starting.

In doing so, you will be able to play the game better and enjoy it even more.
Save the booklet for future reference.

PRECAUTIONS

- Be sure to turn the power off before inserting the game pak or removing it from the unit.
- This is a high precision game. Do not store it in an area subject to extreme hot or cold temperatures. Never drop it, bump it or attempt to take it apart.
- Avoid touching the connectors, do not get them wet or dirty. Doing so may damage the unit and the game.
- Do not clean with benzene, paint thinner, alcohol or other such solvents.

ADVISORY - READ BEFORE USING YOUR NES.

A very small portion of the population may experience epileptic seizures when viewing certain kinds of flashing lights or patterns that are present in our daily environment. These persons may experience seizures while watching some kinds of television pictures or playing certain video games. Players who have not had any previous seizures may nonetheless have an undetected epileptic condition. We suggest that you consult your physician if you have an epileptic condition or if you experience any of the following symptoms while playing video games: altered vision, muscle twitching, other involuntary movements, loss of awareness of your surroundings, mental confusion and/or convulsion.

Nintendo ENTERTAINMENT SYSTEM



CONTENTS

STORY	5
HOW TO PLAY	6
PLAYER SELECTION	8
INDICATORS	9
COMMANDS	10
ADVANCED TRICKS	12
BONUSES	13
ACCESSORIES	13
YOUR ENEMIES	14
CHAPTERS	16
COPYRIGHTS	18
WARRANTY	19

BACK IN TOWN

Jake and Elwood Blues are back in town to put on the greatest rock'n'roll show ever seen. However Sheriff McGraw hasn't forgotten the chaos created the last time these two boys passed through town. To prevent the Blues Brothers from getting to the stage on time, the Sheriff has sabotaged all routes of access. Jake and Elwood have to find *their own way* to the stage.

Despite the Sheriff's efforts, Jake and Elwood are pretty sure they remember the way, or at least the general direction. To avoid being detected, they pass quickly through the shopping mall and then sneak into the back of a warehouse. Unfortunately, Jake and Elwood make a wrong turn and wind up in prison. However, through their clever maneuvering, they manage to escape. The Blues Brothers continue on, sneaking through the sewers and finally reaching the concert hall by passing through an abandoned building site.

Jake gave a little smile. «Watch out!» he shouted. «The Blues Brothers are back and you'd better be ready»

HOW TO PLAY

TO START THE BLUES BROTHERS:

Make sure your Nintendo Entertainment system is off, then put your Blues Brothers Game Pak in the system.

Make sure that the first controller is plugged into socket 1 and the second controller into socket 2 (If playing 2 players).

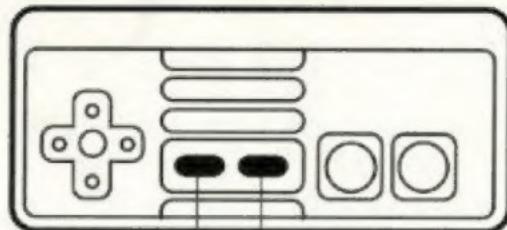
Press the power button on the front of the system. The license and copyright screen will appear.

Press the start button on controller 1 to access the title and selection screen.

Now get ready to play the Blues !!

Nintendo

ENTERTAINMENT SYSTEM



PRESS START BUTTON
TO START THE GAME

PRESS SELECT TO CHOOSE
JAKE AND / OR ELWOOD

OBJECT OF THE GAME

You must help Jake and Elwood find their way out of each level.

Note: In order to move on to the next level, you MUST reach the EXIT of the level you're playing.

CHOOSE YOUR PLAYER

Immediately after the copyright page, you will come to the Title/Character Choice page.

To select Jake or Elwood (or both if you want two players) press the SELECT button until the characters stand up.

Once you've made your choice, press the START button.

You will then move on to the CHAPTER 1 screen.



INDICATORS

THE LIFE / ENERGY INDICATORS:



Fig. 1

INITIALS: (J) for Jake or (E) for Elwood: shows the character you have selected (Fig. 1).



Fig. 2

LIVES: the number of hearts on the left corner of the screen, corresponds to the number of lives you have left (Fig. 2).



Fig. 3

ENERGY BUBBLES: the number of bubbles on the screen represents your energy (Fig. 3).

You start with 3 and you can gather up to 5.

You lose a bubble if you collide with an enemy or when you touch a spike. A heart is deducted if you lose all your bubbles.

The indicators for 2 and 3 switch from one to the other every second.

THE COMMANDS

MOVEMENTS

Jake and Elwood move in the direction of the control pad.



Fig. 1

To squat down, move the control pad towards the bottom (Fig.1). You can also crawl by holding the control pad towards the bottom and pushing in either direction (left or right) (Fig.2).



Fig. 2

To jump vertically, press button A.

To jump over a hole or an obstacle, press button A and press left or right.



CONTROL PAD

To move in either
direction

BUTTON A

To jump

Note: The longer you hold button A, the higher your character will go.



Fig. 3

To climb up or down a ladder:

Position your character in front of the ladder and move the control pad towards the top or bottom to make him climb up or down (Fig.3).

Note: if the ladder is raised, jump, and the character will catch on himself.

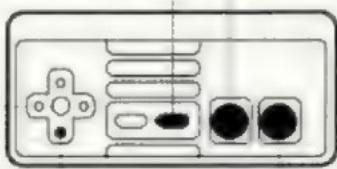
It's possible to pass through certain floors. To do so, push button A + Down on the control pad.

To pause, press start during the game.

You can accelerate most movements by keeping button B pressed.

START to pause **BUTTON B** to accelerate

CONTROL PAD



BUTTON A + DOWN on the
CONTROL PAD to pass
through certain floors

ADVANCED TRICKS

In order to progress, you must eliminate the adversaries you encounter.

You can arm yourself with eggs, which are laid by birds and spiders in the game. Kick these eggs in the direction of your enemies. They will be eliminated on contact.

You can accelerate your movements by jumping on a dog or snake, but you must ensure that you land on the animal's back. When riding an animal, you can control its direction by pressing left or right on the control pad. To quit, just press button A.

In two player mode, the game screen follows one player only. If the two heroes are not in the same place, one could be in a very dangerous situation. To switch the main hero from one to the other, press Select.

BONUS



NOTES:

Increase your energy level by one unit.



HEARTS:

Add an extra life.

ACCESSORIES



SPRINGS :

They can push you upwards or you can use them to jump and hop.

YOUR ENEMIES

**MAD DOG**

Is in love with your pants

**LONG TEETH**

Has not eaten anything for
an entire century

**EVIL COP**

Hates all kinds of music

**"QUIET RIOT"**

Never thinks during his
working hours



PSYCHO-SPIDER

Always lays her eggs when frightened



BOUNCING BLOB

A bouncing sewer monster



SSSNAKE

With very sharp fangs!



BATTLING BLOB

Weapon launcher



HYPOSHARK

A crafty underwater enemy with big teeth!



FLYING BOMBER

Beware of deadly eggs!

CHAPTERS

CHAPTER 1 : STAIRWAY TO HEAVEN

Can you swim through a department store or unmask a goggled shark? Swooping birds force Jake and Elwood into treacherous elevators and steep stairways as they battle their way up to the heavens.

CHAPTER 2: WEAR-HOUSE

Launching into a giant deep freeze, the Blues Brothers forge ahead, despite continuous bombardments of eggs. You will be the victim of mad hounds and ferocious frozen peas determined to package you in at the warehouse.

CHAPTER 3: JAILHOUSE ROCK

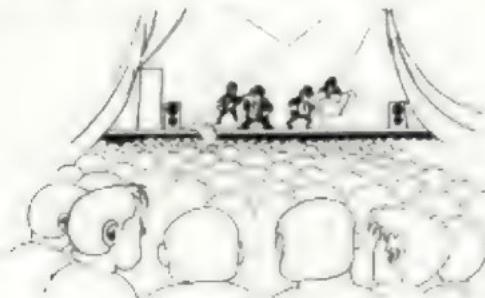
Jake and Elwood fight on to defeat the jailhouse blues. Will they overcome the crazy guard dogs snapping at their heels and avoid the poisonous giant spiders? Help your heroes dodge the armored not police and escape from this maximum security penitentiary.

CHAPTER 4: UNDERWORLD

The Blues Brothers become water-babes and rock on, battling against the hordes of sharks and spiders. Singing *See You Later Alligator*, they skip over the leering heads of sewer crocodiles and hop past the continuous onslaughts of the Bouncing and Battling Blobs.

CHAPTER 5: DEMOLITION EXPERTS

An explosive finale! Birds bombard, cops charge, snakes swoop and crocodiles snap to get you and your only refuge is the trap-elevators, bringing you higher and higher above the city.



COPYRIGHTS

THE BLUES BROTHERS Copyrights and Trademarks are owned by Broadway Video, Inc. and/or NBC, Inc - All rights reserved.

Software © 1991 TITUS. THE BLUES BROTHERS is a software package protected by international copyright agreements. Any reproduction, adaptation, hiring or processing of the contents including the manual is strictly unlawful.

Nintendo

ENTERTAINMENT SYSTEM

COMPLIANCE WITH FCC REGULATIONS

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subject J of PART 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does not cause interference to radio or television reception, which can be determined by turning the equipment, on and off, the user is encouraged to try to correct the interference by one or more of the following measures.

- Reorient the receiving antenna
- Relocate the NES with respect to receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits.

If necessary, the user should consult the dealer or experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful: How to Identify and Resolve Radio-TV Interference Problems. This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402.

TITUS™ LIMITED WARRANTY

Titus warrants to the original purchaser of this Titus product that the medium on which this computer program is recorded is free from defects in materials and workmanship for a period of (90) days from the date of purchase. This Titus program is sold "as is", without express or implied warranty of any kind, and Titus is not liable for any losses or damages of any kind resulting from use of this program. Titus agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Titus product with proof of date of purchase.

This warranty is not applicable to normal wear and tear. This warranty shall not be applicable and shall be void if the defect in the Titus product has arisen through abuse, unreasonable use, mistreatment or neglect.

THIS WARRANTY IS IN LIEU OF ALL OTHER REPRESENTATIONS OR CLAIMS OF ANY NATURE THAT SHALL BE BINDING ON OR OBLIGATE TITUS. ANY IMPLIED WARRANTIES APPLICABLE TO THIS SOFTWARE PRODUCT, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE LIMITED TO THE NINETY (90) DAY PERIOD DESCRIBED ABOVE. IN NO EVENT WILL TITUS BE LIABLE FOR ANY SPECIAL, INCIDENTAL, OR CONSEQUENTIAL DAMAGES RESULTING FROM POSSESSION, USE OR MALFUNCTION OF THIS TITUS SOFTWARE PRODUCT.

This warranty shall not be applicable to the extent that any provision of this warranty is prohibited by any federal, state or municipal law which cannot be pre-empted. This warranty gives you specific legal rights and you may also have other rights which vary from state to state.

TITUS SOFTWARE CORP.

20432 CORISCO STREET, CHATSWORTH CA 91311 - (818) 709-3692

Nintendo

ENTERTAINMENT SYSTEM



Nintendo

ENTERTAINMENT SYSTEM



20416